VECTORS

Keywords:	Vector / Magnitude / Parallel / Scalar							
Definition / Description:				lagnitude: The size of a rector (length)		Parallel: Two lines that never meet		Scalar: A quantity that has only magnitude
Knowledge points:	Representing vectors: A vector can be represented using a line segment with an arrow. The MAGNITUDE of the vector is given by the length of the line. The direction of the vector is given by the arrow	Column Vectors: Are written in the form $\begin{pmatrix} x \\ y \end{pmatrix}$ where x tells you how far to move le or right and y how far to move up or down	v eft	Parallel vectors: Vectors that are multiples of one another. If one vector is parallel to another but a different size, they are SCALAR MULTIPLES	equival applyin	cting s: vectors is	Multiplying vectors: A vector can be multiplied by a scalar to create a parallel vector	Vector geometry: $b \rightarrow b \rightarrow a$
Knowledge point examples:		$\begin{pmatrix} -9\\ 15 \end{pmatrix}$ Move 9 place to the LEFT and 15 place UP		a = $\binom{2}{4}$ b = $\binom{-2}{-4}$ Vectors a and b are parallel and scalar multiples (multiple of -1) c = $\binom{4}{8}$ b = $\binom{3}{6}$ Vectors c and d are parallel and scalar multiples (multiple of -1)	Fi	b) $\mathbf{b} = \begin{pmatrix} 3 \\ -2 \end{pmatrix}$ and $\mathbf{a} + \mathbf{b}$ $\mathbf{b} = \begin{pmatrix} 5+2 \\ 3+-2 \end{pmatrix}$ $= \begin{pmatrix} 7 \\ 1 \end{pmatrix}$ \mathbf{b} $\mathbf{a} + \mathbf{b}$	$\mathbf{p} = \begin{pmatrix} 2 \\ -3 \end{pmatrix}$ $2\mathbf{p} = \begin{pmatrix} 2 \times 2 \\ 2 \times -3 \end{pmatrix} = \begin{pmatrix} 4 \\ -6 \end{pmatrix}$ $-\mathbf{p} = \begin{pmatrix} -1 \times 2 \\ -1 \times -3 \end{pmatrix} = \begin{pmatrix} -2 \\ 3 \end{pmatrix}$	a) $\overrightarrow{AO} = -\mathbf{a}$ b) $\overrightarrow{AB} = -\mathbf{a} + \mathbf{b}$ c) $\overrightarrow{BA} = -\mathbf{b} + \mathbf{a}$
Linked Knowledge Maps	Linear Graphs Transformations Angles Ratio 2D shapes							